



US006139430A

United States Patent [19]**Huard et al.**[11] **Patent Number:** **6,139,430**[45] **Date of Patent:** ***Oct. 31, 2000**[54] **AUXILIARY GAME WITH RANDOM PRIZE GENERATION**[56] **References Cited**[75] Inventors: **Marcel Huard**, St. Romuald; **Réal Bérubé**, St. Jean Chrysostome, both of Canada[73] Assignee: **BCD Mecanique LTEE**, Quebec, Canada

[*] Notice: This patent is subject to a terminal disclaimer.

[21] Appl. No.: **09/226,009**[22] Filed: **Jan. 6, 1999****Related U.S. Application Data**

[63] Continuation of application No. 09/003,126, Jan. 6, 1998, which is a continuation of application No. 08/698,972, Aug. 16, 1996, Pat. No. 5,743,800, which is a continuation-in-part of application No. PCT/CA95/00577, Oct. 16, 1995, which is a continuation-in-part of application No. 08/323,672, Oct. 18, 1994, abandoned.

[51] Int. Cl.⁷ **A63F 9/22**[52] U.S. Cl. **463/16; 463/25; 463/12**[58] **Field of Search** **463/12, 13, 16, 463/17, 18, 19, 20, 21, 25, 26, 27, 40, 42, 44, 46, 29; 273/292, 138.2, 148 B, 148 R, 143 R, 269, 139****U.S. PATENT DOCUMENTS**

4,861,041	8/1989	Jones et al. .
5,007,641	4/1991	Seidman .
5,248,142	9/1993	Breeding .
5,332,219	7/1994	Marnell, II et al. .
5,588,649	12/1996	Blumberg et al. .
5,707,285	1/1998	Place et al. .

Primary Examiner—Mark A Sager*Attorney, Agent, or Firm*—Michael D. Bednarek; Shawpittman[57] **ABSTRACT**

An auxiliary game provides an auxiliary opportunity for players at a casino to win a prize by participating with a relatively small contribution each time they play a round in the principal casino game. To increase the element of random chance or luck in winning a prize in the game, a method and apparatus is provided for randomly choosing a winning card or combination of cards, or randomly selecting a person or group of persons eligible to win upon possession of the card or combination of cards. The amount of the prize can also be randomly selected either as a fixed amount or percentage of a maximum amount or a progressive jackpot.

10 Claims, 3 Drawing Sheets